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(12) UK Patent Application (19) GB (11) 2 151 054 A

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(51) INT CL⁴
A63F 3/06 9/22

(52) Domestic classification
G4H 13D 14A 14B 14D 1A NC3 TE
A6H 24B
U1S 1174 A6H G4H

(56) Documents cited
GB A 2092796 GB A 2042234 WO 8002512

(58) Field of search
G4H
G4V
A6H

(54) Systems for playing games

(57) A system for playing a game comprises a control unit 3 connected to a plurality of play stations 5 by a bus 18. The play stations 5 are uncommitted programmable apparatuses, such as microprocessors having random access program memory, and a game program is supplied to the stations 5 by the control unit 3 prior to commencement of a game. Thus, the system can be set for any game, or can be arranged to play a different game, merely by supplying the appropriate program from the control unit and storing it in the program RAM in the play stations.

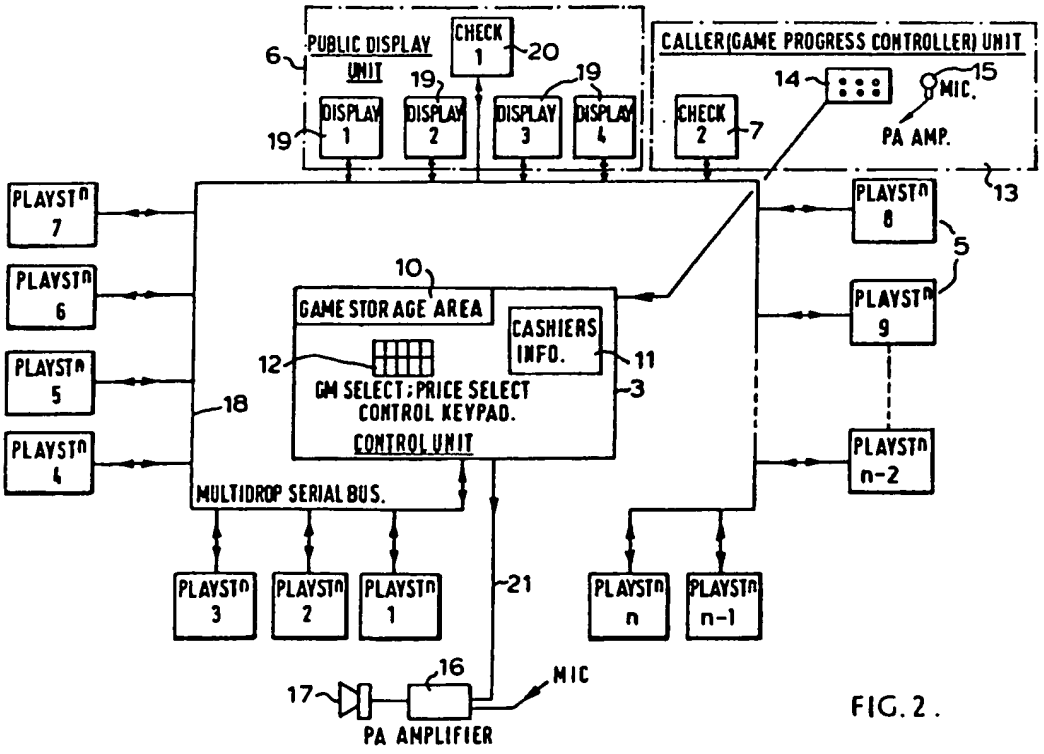

FIG. 2.

GB 2 151 054 A

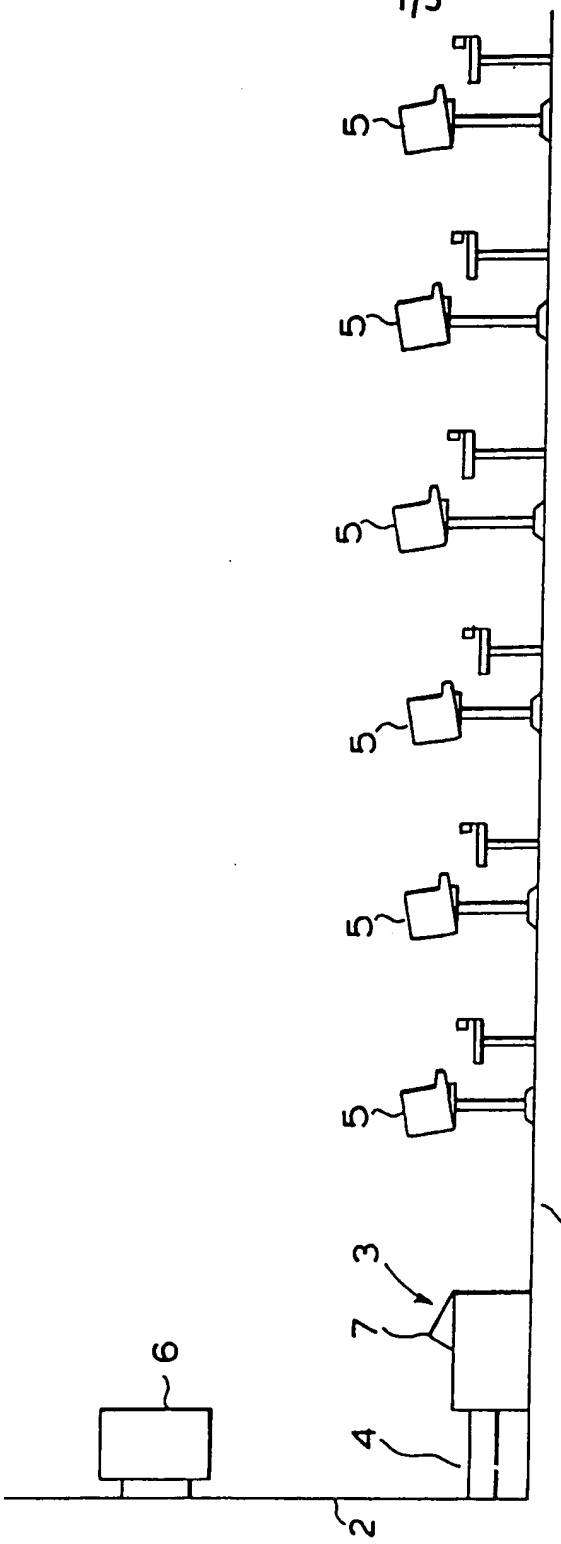

FIG.1.

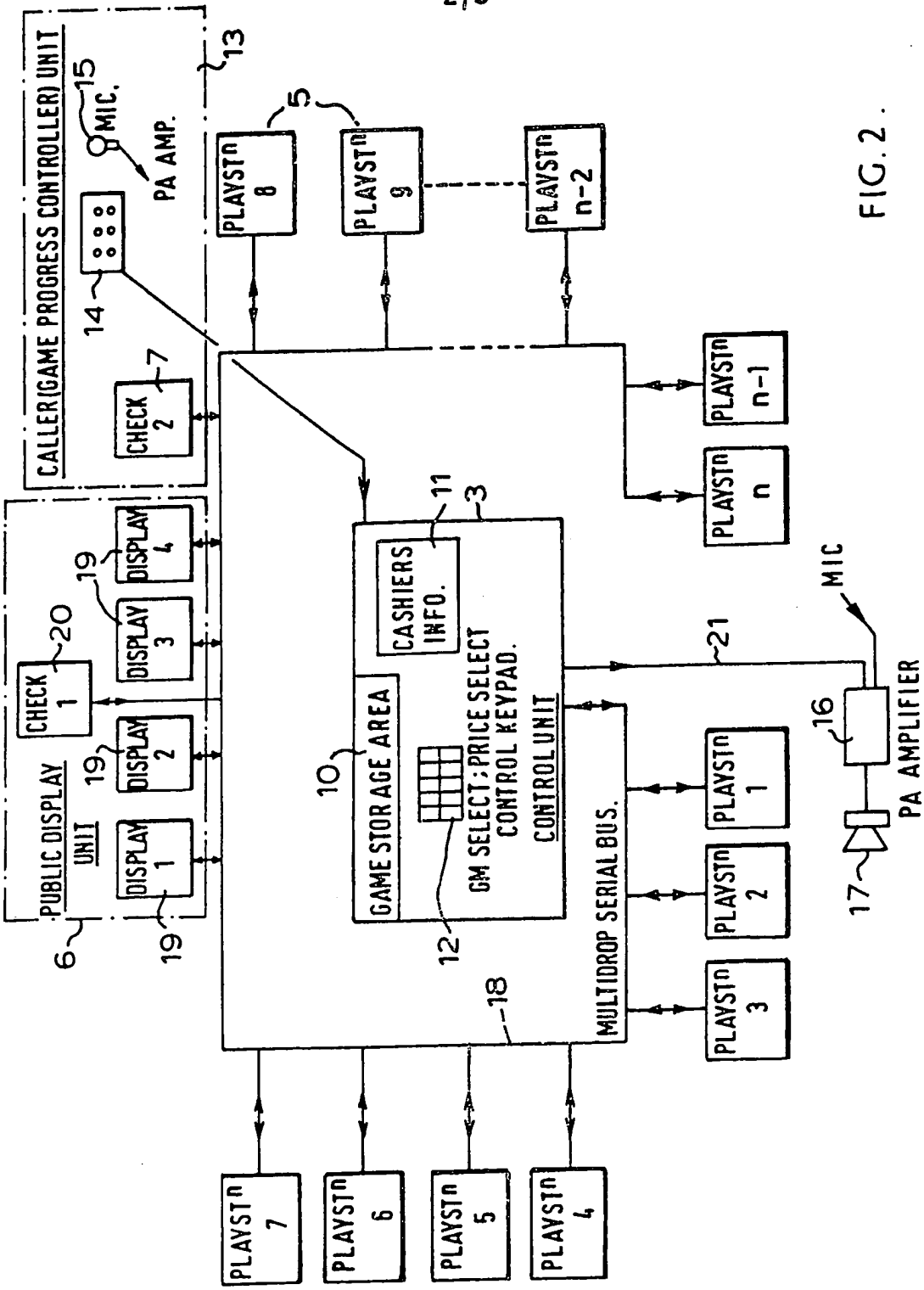
CALLER(GAME PROGRESS CONTROLLER) UNIT
13
15
MIC.
PA AMP.
14
CHECK 2
7
PLAYSTn 8
5
PLAYSTn 9
PLAYSTn n-2
PLAYSTn n-1
PLAYSTn n
11
3
CASHIERS INFO.
GAME STORAGE AREA
10
GM SELECT; PRICE SELECT CONTROL KEYPAD.
CONTROL UNIT
12
MULTIDROP SERIAL BUS.
18
21
MIC
16
PA AMPLIFIER
17
PLAYSTn 1
PLAYSTn 2
PLAYSTn 3
PUBLIC DISPLAY UNIT
6
CHECK 1
20
DISPLAY 1
DISPLAY 2
DISPLAY 3
DISPLAY 4
19
PLAYSTn 7
PLAYSTn 6
PLAYSTn 5
PLAYSTn 4

FIG. 2.

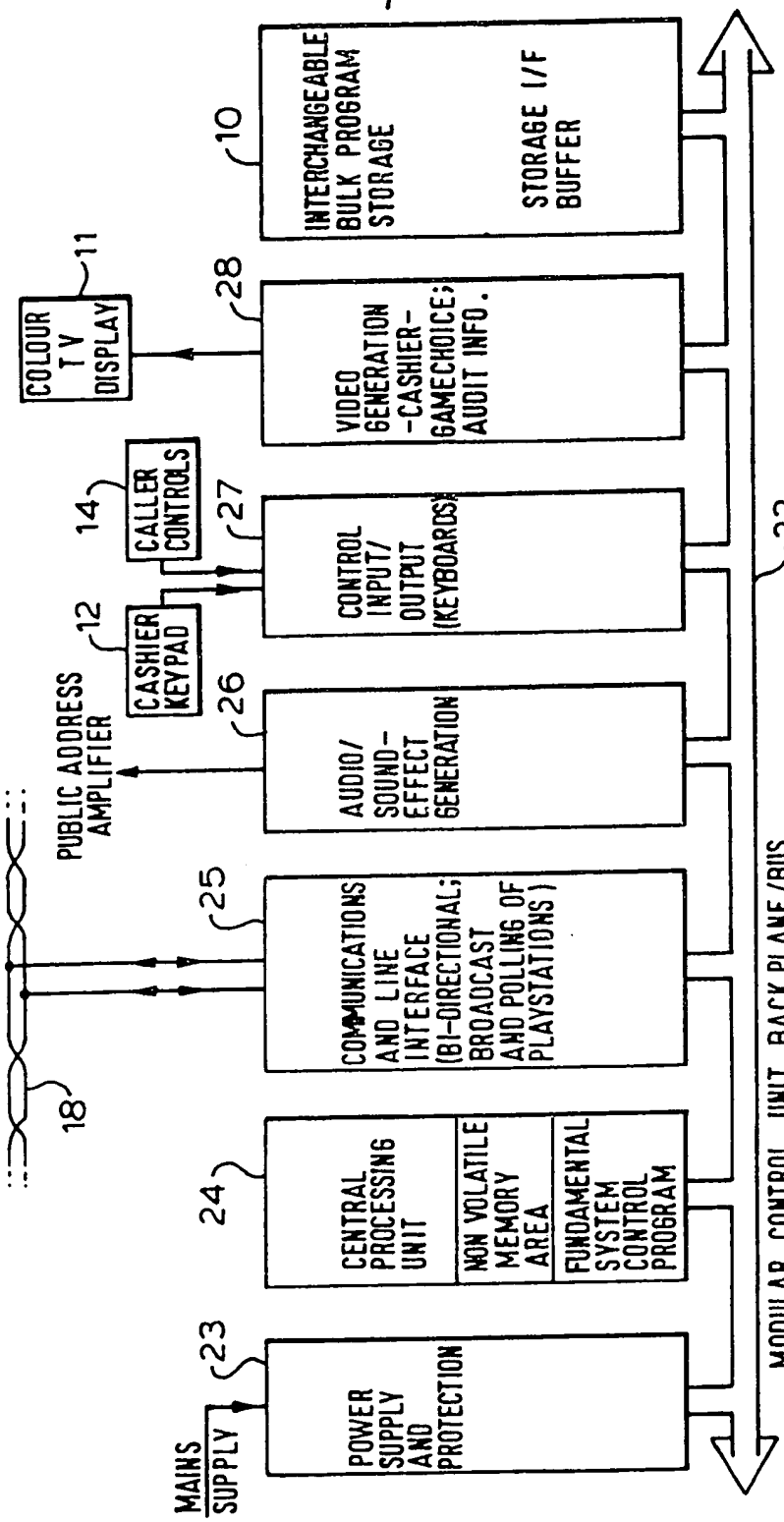
MAINS SUPPLY
POWER SUPPLY AND PROTECTION
23
CENTRAL PROCESSING UNIT
NON VOLATILE MEMORY AREA
FUNDAMENTAL SYSTEM CONTROL PROGRAM
24
COMMUNICATIONS AND LINE INTERFACE (BI-DIRECTIONAL; BROADCAST AND POLLING OF PLAYSTATIONS)
25
18
PUBLIC ADDRESS AMPLIFIER
AUDIO/ SOUND-EFFECT GENERATION
26
CASHIER KEYPAD
12
CALLER CONTROLS
14
CONTROL INPUT/ OUTPUT (KEYBOARDS)
27
VIDEO GENERATION -CASHIER-GAMECHOICE; AUDIT INFO.
28
COLOUR TV DISPLAY
11
INTERCHANGEABLE BULK PROGRAM STORAGE
STORAGE I/F BUFFER
10
22
MODULAR CONTROL UNIT BACK PLANE/BUS
3

FIG.3.

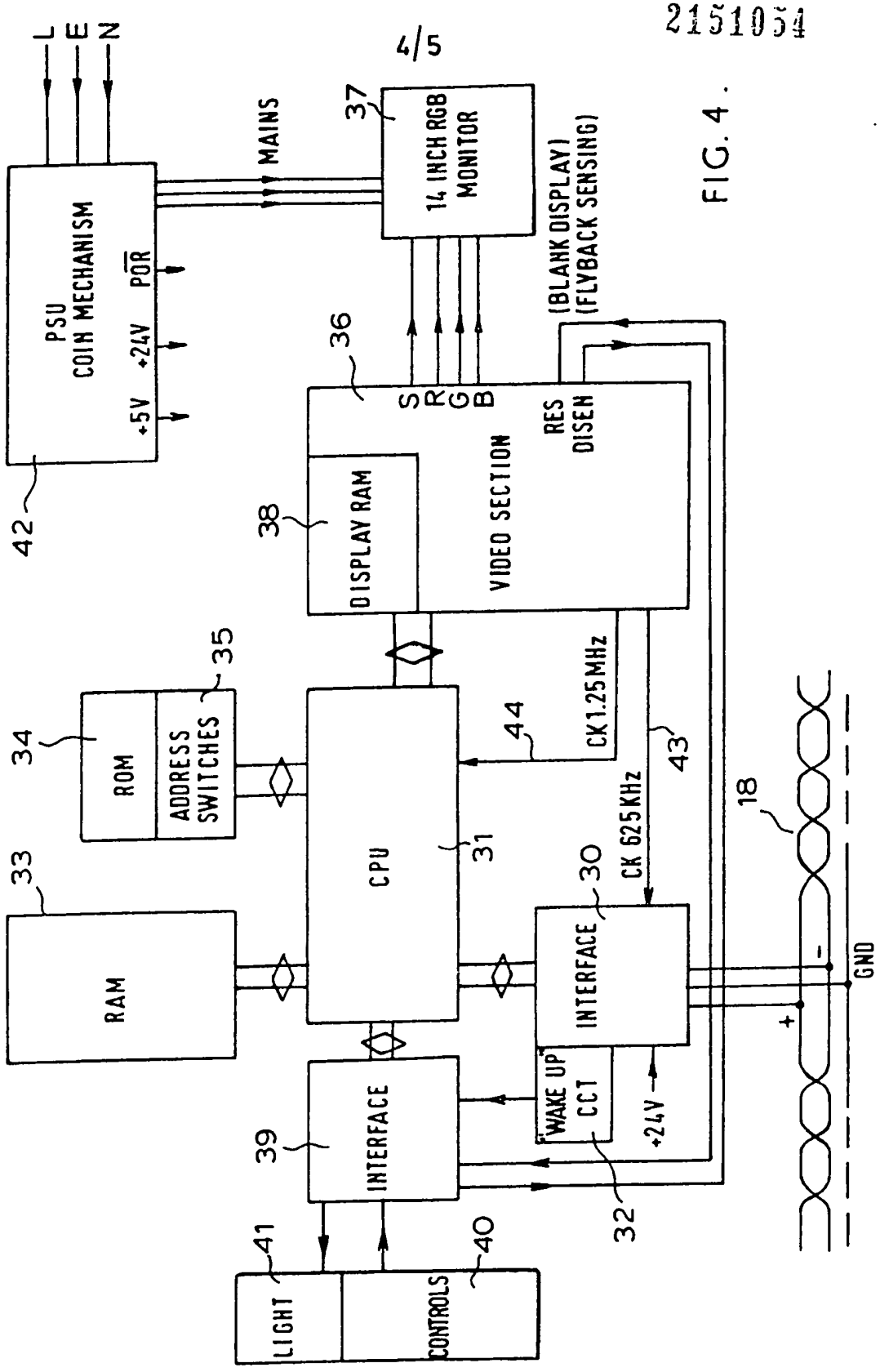
L
E
N
MAINS
37
14 INCH RGB MONITOR
PSU
COIN MECHANISM
+5V
+24V
POR
42
36
S
R
G
B
(BLANK DISPLAY)
(FLYBACK SENSING)
RES
DISEN
38
DISPLAY RAM
VIDEO SECTION
35
34
ROM
ADDRESS SWITCHES
44
CK1.25MHz
43
CK 625KHz
18
33
RAM
CPU
31
30
INTERFACE
GND
WAKE UP CCT
+24V
39
INTERFACE
32
41
40
LIGHT
CONTROLS

FIG. 4.

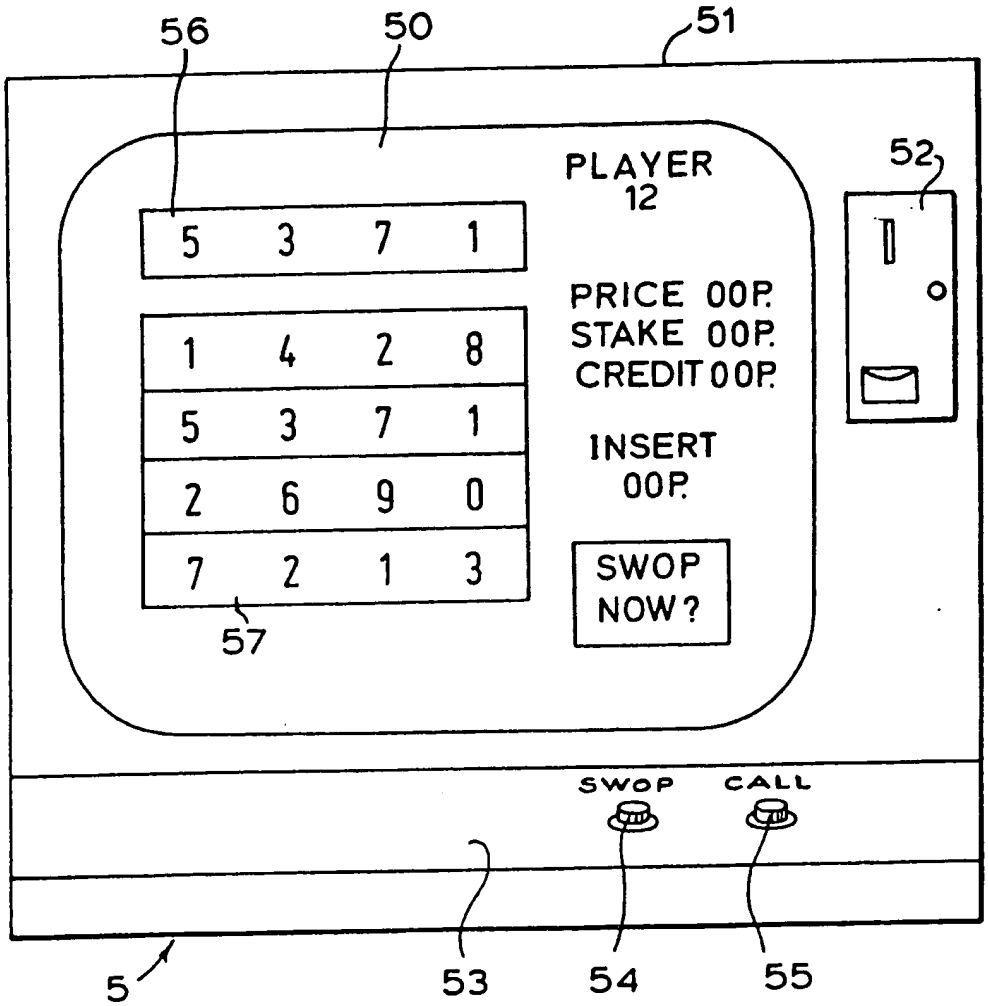
56
50
51
PLAYER
12
52
5 3 7 1
1 4 2 8
5 3 7 1
2 6 9 0
7 2 1 3
57
PRICE 00P.
STAKE 00P.
CREDIT 00P.
INSERT
00P.
SWOP
NOW?
SWOP
CALL
5
53
54
55

FIG. 5.

PCL XL error

Subsystem: IMAGE

Error: MissingData

Operator: ReadImage

Position: 3264